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KANEKO®

POWER MOVES™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM®

Welcome!

Thank you for purchasing KANEKO's "POWER MOVES" for NINTENDO SUPER NINTENDO ENTERTAINMENT SYSTEM. Please read this manual before playing the game.

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE OR SYSTEM GAME PAK.

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MADE IN JAPAN

STORY

Fighters were tired of common encounters, therefore new forms of ferocious combat and unique fighting matches were created.

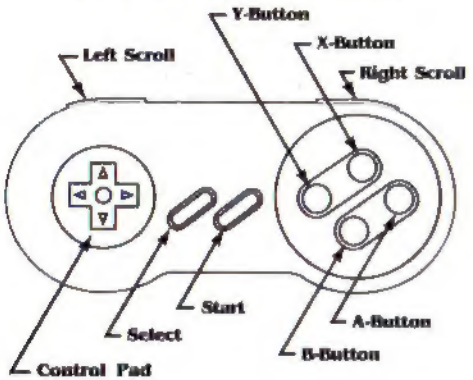
.....There was a young man growing-up in a small town in America who was destined to be a fighter. Training since childhood, he dreamed of becoming a strongman in the true sense of the word--above and beyond traditional and institutional standards. But time continued to pass and all his training seemed to come to no avail.

One day however, news of a champion of the unique fighting matches was heard throughout the world. His sudden appearance and victories with overwhelming strength rewrote all records....The young man's agitation was at it's pinnacle! "It was I who was supposed to be the one to show the world the prowess of fighting and be the true champion." While training one day, the young man encountered a mysterious old man who bestowed his secret existence of the Fighting Masters in each and every part of the world. His journey had begun. He vowed to challenge each champion...to be victorious and to learn all "POWER MOVES" to become the champion of champions.

BASIC FUNCTIONS OF THE CONTROLLER

This "POWER MOVES" enables you to select the two-player mode. Please connect the controller or controllers 1 and 2 of your Super Nintendo.

Controller Titles and Functions.



Start Button

Title screen: Use to start game, and to select and choose each mode.
During Play: Press to pause, and by pressing once again pause is released.

Select Button

Title screen: Use to select mode.
During Play: Void

Control Pad

Title screen: Use to select mode
During Play: Use to move character, and to make unique attack.

A Button

Title screen: Not Used
During Play: Jump

B Button

Title screen: Put in passwords
During Play: Kick

Y Button

Title screen: Not used
During Play: Punch

BUTTON CONFIGURATION

Button operations explained here are the original settings, however, the functions for punch, jump, kick, can be set for any of the buttons (A,B,X,Y, L, R).
To change the buttons functions, select the OPTIONS mode off the Title Screen and choose "Control" (see details for the OPTIONS mode on page 6).

HOW TO SET UP

When the start button is pushed on the Title Screen, the Selection Screen or Options will be shown. Please choose one-player, V.S. or Options via select or Control Pad then push start.

1 PLAYER

This mode is for one-player only. The object of the game is to trek around the world challenging opponents. 8 in all, in order to become the world champion.

*Select "one-player" and push START.

*Only by winning two matches in a row, can you advance to the next stage.

*In victory over an opponent, on of their five superior parameters (speed, jump, attack, defense, of life) is obtained. As many matches desired with the same opponent may be played, but only your vitality will increase.

When a victory is obtained a password will be displayed. By recording this password, the game may be restarted at a later time at this point, the game ends. (After selecting the one-player mode on the Title Screen, the password may be entered).

*To continue the game after a loss, with credits left, select "continue" and the stage select screen will appear.

*The game is finished when victory is won against the world champion in America.

V.S.

Utilizing this mode, two-players may challenge one another.

*Characters desired are chosen by individual players via Control Pad button (right and left). The same characters cannot be chosen by both players.
*The scene of the match is chosen, after the characters have been selected via the control pad. Then push the start button, and the tournament will begin.
*Two wins in a row by either player constitutes victory. The game will continue until a victory is won.
*In the two-player mode a password will not be displayed, nor is continue possible. No change in parameter is possible.

SCREEN INTERPRETATION

1. - Player One's Score
   :Show the present score for the one player mode game.

2. - High Score
   : Shows the highest score. In V.S. mode: Shows player two's score

3. - Victory Mark (player one)
   :When a match is won by player one, one mark lights.

4. - Victory Mark (player two)
   :When a match is won by player two, one mark lights.

5. - Vitality (player one)
   :When player one receives damage, meter decreases.

6. - Vitality (player two)
   :When player two receives damage, meter decreases.

INTRODUCTION OF CHARACTERS

Joe: Main Character

This young man from a small town in America who has been training himself to be a fighter. His fighting style consists of Karate, Aikido and Boxing.

Inner-strength power Attach (Kikho-Ken) : Emits a bullet by thrusting out both arms. Good for distance attacking toward opponent.-
At first press Direction (backward), then press Direction (forward) with Punch and Kick Buttons.

Super Nova:
Press Direction (forward),Punch and Kick Buttons simultaneously.

Warren: Hawaii

During his childhood he was constantly ridiculed about his cowardice which was quite in contrast to his large physique. But, because of these experiences, he realized that although his techniques were simple, he could attack very effectively with his powerful body. He utilizes this knowledge during his journey.

Rolling Drop Kick: Does a "Jumping Kick" by using both legs simultaneously.
-Press Jump, and Kick Buttons simultaneously.

Big Wednesday: Throw himself to the opponent.
-At first press Control pad (backward), the press Control Pad (forward) with Punch and Kick Buttons.

VAGNAD ROVNOSKI: Siberia

Vagnad was confined in a concentration camp as a political prisoner. Within the camp, prisoners are forced to fight to the death. He was one of the survivors and was freed from this terrible situation when the system collapsed. The techniques he acquired to survive fights were Russian wrestling (handstand attack).

Double-power Bomb: Hold opponent's head between his legs and hands and drops him down hard.
-Within short distance, press Control Pad (down) with Punch and Kick Buttons.

Double Arm: Consequential attacks with a lariat and back-blows.
-Press Control Pad, (forward) Punch and Kick Buttons simultaneously.

BU-OH (King of dance) : Japan

Claims to be the representative of Kabuki. He is a direct descendant of internal war era assassins. He inherited fighting techniques of Ninjutu, Kung-fu, Karate, Aikido and Kobudo are enhanced to an art level by his movements.

Rolling Hair Attack: Press Control Pad (forward), Punch and Kick buttons simultaneously.

Dancing Smoke: Disappears from sight with smoke, so that he could defend himself against the opponent.
-Press Control Pad(down), Punch and Kick Buttons simultaneously.

GAO LUON : China

He has mastered the northern Chinese fighting style. With his swiftness, he attacks with Twin Flying Dragon from a distance. When using Woonsalt Kick at close range, he can attack with a powerful Woonsalt Kick to the opponent's jaw.

Woonsalt Kick (Somersault Kick):Press Control Pad (up), Punch and Kick Buttons simultaneously.

Twin Flying Dragon: Throw boomerangs which are held in both hands. These two boomerangs are effective from two directions.
-Press Control Pad (right & down) . Punch and Kick Buttons simultaneously (When character is facing to the right).

LI YONG: Thailand

She is the only female fighter in the world. She was born in China, and is master of the northern Chinese fighting style. But, while Gao Luon has mastered the hard-fist method, she has mastered the flexible-fist. The technique she exhibits through her flexible body has its own beauty and power.

Shooting-down Kick (Ilisho Kyaku) : Kicks up the opponent from the sky.
-Press Control Pad (up), Punch and Kick Buttons simultaneously.

Dancing Crash: Steps to the opponent and smash against it.
-At first press Control Pad (backward), then press Control Pad (forward), Punch and Kick Buttons simultaneously.

BARAKI KIMERA: Africa

The head of the Opa Opa Tribe, and member of the secret organization, "Junk." Besides the traditional fighting techniques, he uses ones which are not quite acceptable. But, as he is civilized now, he no longer has a soldier's pride. His native war-cry has such a pitch as to break the opponent's eardrums.

Fire Storm: By his witch-doctor practices, he is able to emit fire from both hands. He harms and defeats his opponent in this manner.
-Press Control Pad(forward), Punch, and Kick Buttons simultaneously.

Diving Roller: By holding his knees and rolling forward with great speed, he can send his opponent flying! he can change directions to a certain extent.
-At first press Control Pad (backward), then press Control Pad (forward) with Punch and Kick Buttons.

NICK: Spain

He was a star matador, but due to his extraordinary reflexes and senses during his matches, he was recruited as a member of the secret organization "Junk." Although he has expertise in the use of the matador's spear, he uses a knife, which he has discovered he can use as well as a spear while fighting.

Dancing Storm: Continual Kick Attack
-Press Control Pad (Down), Punch, and Kick Buttons simultaneously

Killer Nails: Attack to throw 3 knives.
-At first press Control Pad (backward), then press Control Pad (forward) with Punch and Kick Buttons.

GET TO THE ULTIMATE WITH V.S. MODE!

You, who strive to be the champion of all fighters, cannot pass-up your truest opponent, your friend! With the V.S. mode you can reach the highest victory of all! Such a victory is much more gratifying than that of one over the computer!

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